

FIG. 1

- 1 MUSIC DATABASE
- 2 OPERATION UNIT
- 3 SEARCH PROCESSING UNIT
- 4 MUSIC LIST MEMORY
- 5 PLAYBACK DEVICE

FIG. 2

- 21 STORED MUSIC
- 22 REPRESENTATIVE MUSIC
- 23 CANDIDATE MUSIC
- 27 DETERMINATION

FIG. 3

S101 HAS A MEMORY BUTTON BEEN PRESSED?

S102 SET MUSIC

S103 PLAY MUSIC

FIG. 4

S201        SELECT REPRESENTATIVE MUSIC  
S202        SEARCH FOR PIECES OF SIMILAR MUSIC  
S203        DISPLAY PIECES OF CANDIDATE MUSIC  
S204        NECESSARY TO REARRANGE?  
S205        ORDER OF HIGH PLAYED FREQUENCIES?  
S206        REARRANGE IN ORDER OF LOW PLAYED FREQUENCIES  
S207        REARRANGE IN ORDER OF HIGH PLAYED FREQUENCIES  
S208        STORE IN MEMORY

FIG. 9

S301 DISPLAY MUSIC LIST OF MEMORY BUTTON  
S302 NECESSARY TO REARRANGE?  
S303 ORDER OF HIGH PLAYED FREQUENCIES?  
S304 REARRANGE IN ORDER OF LOW PLAYED FREQUENCIES  
S305 REARRANGE IN ORDER OF HIGH PLAYED FREQUENCIES  
S306 STORE IN MEMORY  
S307 PLAY IN MUSIC LIST ORDER  
S308 HAS SKIP BUTTON BEEN PRESSED?  
S309 SELECT AND PLAY NEXT MUSIC  
S310 INCREASE PLAYED FREQUENCIES OF MUSIC LIST

FIG. 12

- 1 MUSIC DATABASE
- 2 OPERATION UNIT
- 3 SEARCH PROCESSING UNIT
- 4 MUSIC LIST MEMORY
- 5 PLAYBACK DEVICE
- 6 SENSOR

FIG. 14

S401 DISPLAY MUSIC LIST OF MEMORY BUTTON  
S402 SENSOR DETECTION REARRANGE  
S403 STORE IN MEMORY  
S404 PLAY IN MUSIC LIST ORDER  
S405 HAS SKIP BUTTON BEEN PRESSED?  
S406 SELECT AND PLAY NEXT MUSIC  
S407 INCREASE PLAYED FREQUENCIES OF MUSIC LIST

FIG. 15

- 1 MUSIC DATABASE
- 2 OPERATION UNIT
- 3 SEARCH PROCESSING UNIT
- 4 MUSIC LIST MEMORY
- 5 PLAYBACK DEVICE
- 7 DIGITAL BROADCASTING STATION

FIG. 16

S501 DISPLAY MUSIC LIST OF MEMORY BUTTON  
S502 NECESSARY TO REARRANGE?  
S503 ORDER OF HIGH PLAYED FREQUENCIES?  
S504 REARRANGE IN ORDER OF LOW PLAYED FREQUENCIES  
S505 REARRANGE IN ORDER OF HIGH PLAYED FREQUENCIES  
S506 STORE IN MEMORY  
S507 RECEIVE BROADCAST PROGRAM  
S508 SEARCH FOR SIMILAR MUSIC  
S509 CREATE LIST  
S510 PLAY IN ORDER OF MUSIC LIST